




Rápida introducción a C++11

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Be Free. KDE






GCC 4.7+ Qt 5




lambdas





```
auto myLambda = [capture] (int arg) -> bool ret
{
    do();
    stuff();
};
```





```
Class *myObject;
auto myLambda = [this, myObject] (int arg)
{
    memberFunction();
    myObject->member(arg);
};
```



```
auto process = [this] (QDBusPendingCallWatcher
*watcher) {
    if (watcher->isError()) {
        setFinishedWithError(watcher->error());
    } else {
        setFinished();
    }
};

if (d->watcher->isFinished()) {
    process(d->watcher);
} else {
    connect(d->watcher,
            &QDBusPendingCallWatcher::finished,
            process);
}
```



constexpr






```
#define PATH_TO_STH "/a/static/path"
```





```
constexpr const char * pathToSth() {  
    return "/a/static/path";  
}
```





```
constexpr int multiply(int a, int b) {  
    return a * b;  
}  
constexpr int randomOp(int a, int b) {  
    return multiply(a, b) / (a-b-a-b+a-b);  
}
```




nullptr



`QObject *object = nullptr; // object == 0`






```
void niceTrick(int a);  
void niceTrick(Object *obj);  
  
niceTrick(0); // ??
```




override/final






```
class Base
{
    int toBeOverridden(uint arg);
};
class Derived : public Base
{
    void toBeOverridden(uint arg);
};
```





```
class Base
{
    int toBeOverridden(uint arg);
};
class Derived : public Base
{
    void toBeOverridden(uint arg) override;
    // compile error!
};
```





```
class Base
{
    int dontOverride(uint arg) final;
};
class Derived : public Base
{
    int dontOverride(uint arg);
    // compile error!
};
```



for



```
Q_FOREACH(const QString &string, list) {  
    do(string);  
}
```



```
for (const QString &string : list) {  
    do(string);  
}
```



GCC <4.7?



constexpr -> Q_DECL_CONSTEXPR
final -> Q_DECL_FINAL
override -> Q_DECL_OVERRIDE





C++11 es increíble.
Utilízalo!

